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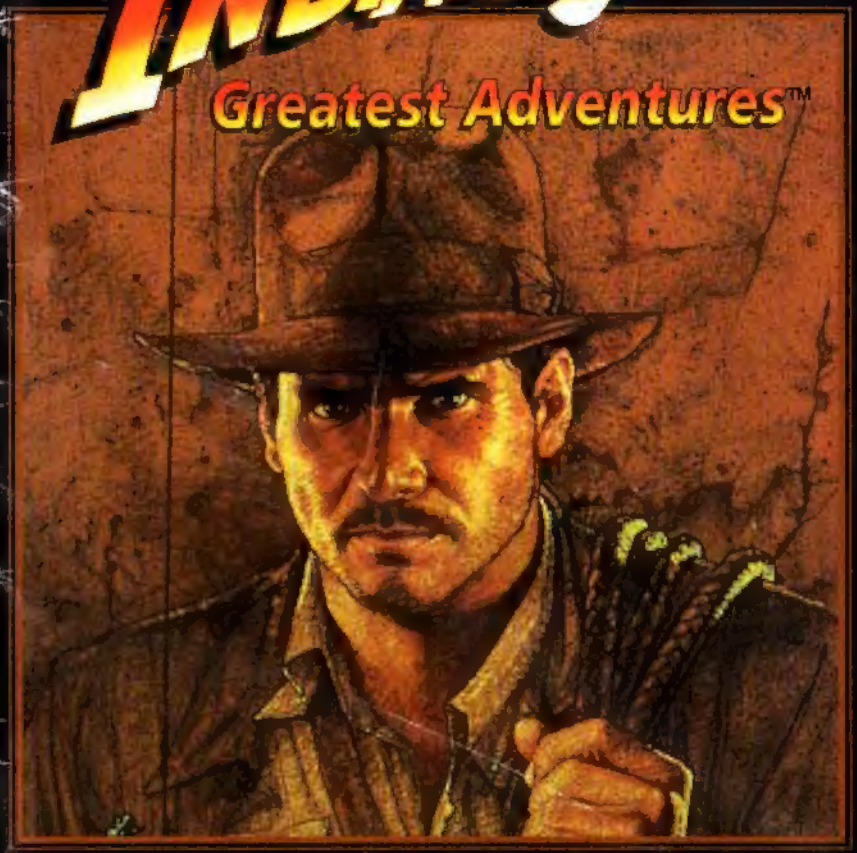
INDIANA JONES'
Greatest Adventures™



INSTRUCTION BOOKLET

JVC
JVC MUSICAL INDUSTRIES, INC.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Introduction

Grab your trusty whip and slash your way through all three Indy classics in this no-thrills-barred blockbuster adventure! If it happened in the movies, it happens in here...the giant boulder from *Raiders of the Lost Ark*, the mine cart chase from *Temple of Doom*, the Three Trials from *The Last Crusade*, Rene Belloq and Colonel Vogel... It's three times the action, all on one fully loaded game pak.

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Starting the Game

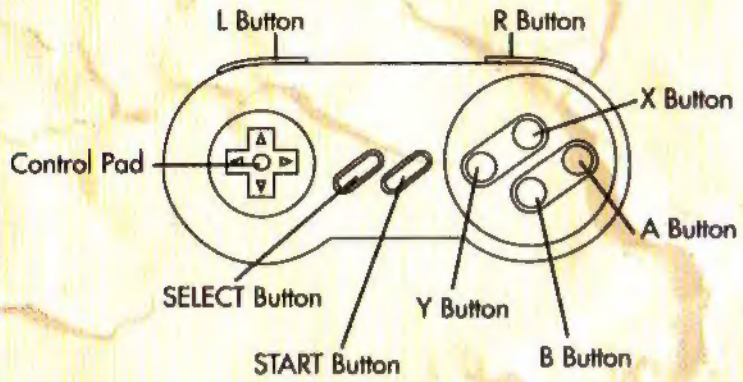
1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

2. Insert the *Indiana Jones' Greatest Adventures* Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the Title screen appears, press the START Button to begin play.

Names of Controller Parts



This manual refers to the following directions:

To Move Indy:
Press the Control Pad in corresponding direction.

To Pause Game:
Press the START Button.

To Throw a Grenade:
Press the X Button.

To Use Current Weapon:
Press the Y Button.

To Jump:
Press the B Button.

To Swing:
Latch whip onto pin, hold the Y Button and press the Control Pad LEFT or RIGHT.

To Roll:
Hold the Control Pad DOWN and press the A Button.

To Punch:
Press the L or R Button.

To Cycle Through Weapons:
Press the SELECT Button.

Mode 7 Level Controls

Snow Raft Controls

TO STEER RAFT:
Press the Control Pad LEFT or RIGHT.

TO JUMP:
Press the B Button.

Mine Cart Controls

TO POSITION GUN SIGHT:
Press the Control Pad in any direction.

TO FIRE GUN:
Press the Y Button.

Biplane Controls

TO FLY PLANE:
Press the Control Pad in any direction.

TO FIRE GUN:
Press the Y Button.

Main Game Menu

To make a selection in the Main Game Menu, position the cursor with the Control Pad and press the START Button to enter your selection. The following is a list of what appears on the Main Game Menu.

Start

Select this to begin play.

Password

Enter your password here by positioning the arrows by pressing the Control Pad LEFT or RIGHT, then make your letter selection by pressing the Control Pad UP or DOWN. (Passwords are assigned every other level.)

Options Menu

To toggle between the various option settings, press the Control Pad LEFT or RIGHT. Here you can adjust the difficulty setting (easy, normal, hard), play in stereo or mono, listen to the different background music selections and reconfigure your control settings.

Main Game Screen

1: Life Meter

Displays how much life you currently have in green, yellow and red indications.

2: Score

Displays your point total tallied so far.

3: Weapon Type

Displays the type of weapon you are using.

Weapons

Along with your fists, you have several weapons available to you. But you must find them first. Weapons can be found in satchels or clay pots scattered around the game. To pick up a weapon, simply walk into it. If you fail to complete a level, when you begin again, you will lose all your weapons—except for a grenade (you always start with one grenade).

Pistol:

Fires a fast single shot.

Grenade:

Causes a blast that destroys every enemy on the screen. You begin with one grenade.

Whip:

Perfect for slashing foes and helping you swing over lava pits, piranha pools and other seemingly impossible obstacles.

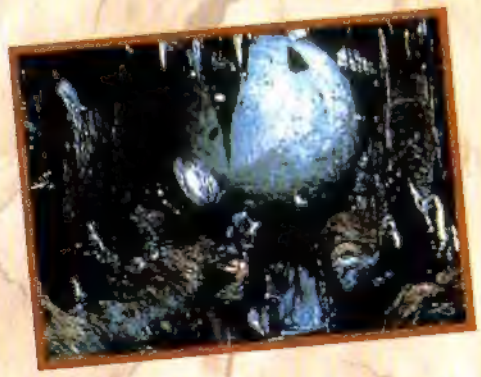
Levels

Raiders Of The Lost Ark

Indy is on a hunt for the Ark of the Covenant. Your journey will begin at the Chachapoyan Temple. Your goal is to retrieve the idol, but like in the movie, it's not going to be easy—especially with blowgun-shooting natives, hidden traps and the giant boulder in your way.

Survive and your travels will lead you to the Raven Bar (Nepal's hot spot) to find Marion and the Medallion; to Cairo where you'll meet Arabian swordsmen and killer monkeys, and take the hay ride of your life; to the Tanis dig sight, and eventually to the Well of Souls, where the Ark awaits your arrival. And unfortunately, so does the devious Belloq.

Good luck, Dr. Jones!



Temple Of Doom

First stop: Club Obi Wan. These mercenaries have their sights on you so you'll need to use your Indy intuition to survive this one. From here you'll find yourself using awnings as trampolines and dodging gunfire on the streets of Shanghai; racing down an icy cliff in a rubber raft; searching for the secret statue in Pankot Palace; leaping lava waterfalls and slashing restless natives in the Temple of Doom...

Then finally, it's time for some legendary Indy theatrics in a no-holds-barred battle royal with Mola Ram, first in a runaway mine cart, then on the rickety rope bridge miles above the earth.

Last Crusade

The Last Crusade will be your true test as the road to the Grail is jammed with danger. You'll begin your final adventure in the catacombs underneath the cathedral. Here you'll need to use your trusty whip to leap across deep water pits and canyons. Survive and it's off to the burning Brunwald Castle to battle German soldiers and bald mercenaries, and recover the final clues to finding the Holy Grail.

From here you'll take this battle to the air, first in the Zeppelin, then in the biplane, where you'll go gunning against some high-flying German soldiers. Land in one piece and prepare to wrestle Colonel Vogel—on top of his tank.

Your crusade will culminate at the site of the Holy Grail. Unfortunately—but not surprisingly—somebody else wants the same thing you do. Now all that separates you from your destiny...is the skeleton of Donovan.

Indy to the rescue!

Dr. Jones' Journal

Indiana Jones' Greatest Adventures Credits

LucasArts Team:
Direction and Design by Kalani Streicher
Art Supervision by Harrison Fong
Indy Animation by Jon Knoles
First Person & Mode 7 Art by Bill Tiller
Assistant Producer Wayne Cline
Lead Testing by Brett Tosti
Executive Producer Kalani Streicher
Package Design by Viveros and Associates, Inc.
Special Thanks to George Lucas

Factor 5 Team:
Additional Design by Thomas Engel, Julian Eggebrecht, and Willi Bäcker
Programmed by Thomas Engel
Additional Programming by Holger Schmidt and Jens Petersam
Graphics by Frank Matzke, Andreas Escher, and Ramiro Vaca
Music & Soundeffects by Rudolf Stember
Lead Testing by Willi Bäcker
Project Management by Julian Eggebrecht

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